<<interface>>
Interface

+ addAnimal(Animalanimal
+ checkForHabitat(): boolean
+printNaturalFeatures()
+printHabitatSigns()
+findHabitatForSpecies(Stringspecies):
List<Habitat>
+printMap()
+printSpecies()

ReptileHouse

-habitatLimit: int

-createNewHabitat(Animal animal)
-habitatPlacement(Animal animal)
-findHabitat(Animal animal): Habitat
-addSpeciesList()

<<interface>>
Habitat

+subtractSizeForAnimal(intanimalSize): int
+addNaturalFeature(
*NaturalFeature*naturalFeature :
List<NaturalFeature>
+ habitatInfo(): HashMap<String,Object>

1..*

Habitat

-naturalFeatures: List<NaturalFeature>
-habitatSize : int
-temperatureOfHabitat: int
-location : String
-sharing: boolean

<<interface>>
Animal

+ getNaturalFeature(): *NaturalFeature*
+getSizeMeters():int
+ makePerfectHabitat(intsize,Stringlocation) :
Habitat
+
habitAnimalFit(HashMap<String,Object>habInfo);
int
+animalInfo(): HashMap<String,Object>

1..*

«enumeration»
Size

Small
Medium
Large

«enumeration»
NaturalFeature

Dessert
Fallen Log
Flowing Water
Grass
Lilly Pad
Pond
Rocks
Salt Water
Sandy Beach
Tree Branches

«enumeration»
EndangeredStatus

Extinct
Endangered
Fine

AnimalClass

#size: Size
#temperatureLow: int
#temperatireHigh: int
#naturalFeaturePreferance:
NaturalFeature
#poisonous: boolean
#engangerment: Endangerement
#canShareSpace: boolean
#species: String
#sizeMeters: int
#name: String

-sizeNumber(): int

Amphibian

#size: Size
#temperatureLow: int
#temperatireHigh: int
#naturalFeaturePreferance:
NaturalFeature
#poisonous: boolean
#engangerment: Endangerement
#canShareSpace: boolean
#species: String
#sizeMeters: int
#name: String

Reptile

#size: Size
#temperatureLow: int
#temperatireHigh: int
#naturalFeaturePreferance:
NaturalFeature
#poisonous: boolean
#engangerment: Endangerement
#canShareSpace: boolean
#species: String
#sizeMeters: int
#name: String